

# DO IT YOURSELF

## FUNNY STORIES!



## MAKING YOUR FIRST COMPOSITION

Starting your first story can be a little intimidating at first, so we've broken it down into a composition - like a recipe, or a shopping list for your story.

Your composition should have three parts - but they don't have to be called the beginning, middle and end - they can be called whatever you want! Having a structure will really help move your story along because it will give you an idea of where things are going - otherwise it can be like getting in the car and driving off without knowing your destination - which could be fun... but you might find you end up just getting lost!

**1**

### BEGINNING

Setting off  
or  
The morning

**2**

### MIDDLE

The Journey  
or  
Noon

**3**

### END

Coming Home  
or  
The Night



### DO IT YOUR WAY

Choose a way to tell your story that makes YOU happy.



There are LOADS of fantastic apps to get creative with these days. Have you tried using PROCREATE or STOP MOTION STUDIO?



Find a method that suits you - even if it's just talking to your cat in the bath. Don't be afraid to fail - it's fine to try things out and have them go wrong!

## YOUR STORY INGREDIENTS

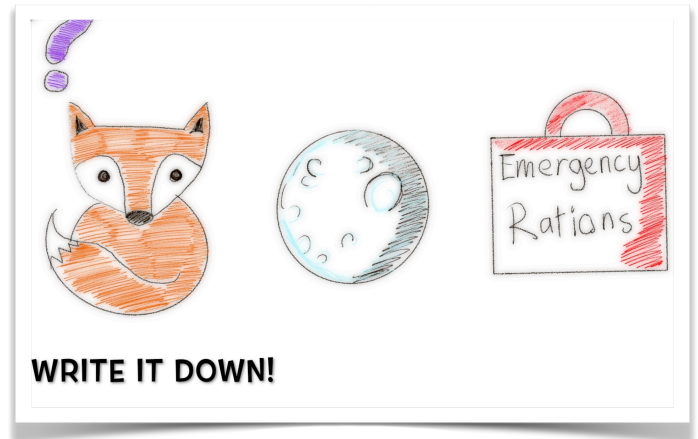
It can be really helpful to write a list of ingredients for your story before you start...

Now that you have a structure, you need to fill your story with ideas - characters, places, objects. A great way to do this is a game called 'Stick or Twist' where you write down ideas on individual pieces of paper and pick them out at random (you can 'stick' or 'twist' with any that you like!) Try picking 3 things at random and see if you can tie them together into a story!

Here are some ideas from us:

**Places:** The Moon, the kitchen, a disco, Telford, the backseat of a Ford Cortina, Splott, a Cave, somewhere unpleasant, the foothills of a mountain, a swimming pool where the water is slightly colder than you first anticipated, an alternative reality where people have faces where their elbows should be and vice-versa, Ipswich, a children's football match, a properly-franchised coffee outlet, a speed dating agency, a treehouse.

**Characters:** A spy, an astronaut, a churlish squirrel, a hedge disguised as a person, a person



disguised as a hedge, 3 ducks in a coat, purple guy, unaffiliated horse character, a supremely incompetent and ineffectual leader, a fox, a square, a dinosaur with a personality disorder.

**Things:** Emergency rations, a chess-set, a secret note, spare money, gardening tools, a pamphlet about hegemony, disco balls, lightning, a toboggan, soot, actual dragons, beer, the apocalypse, robots dressed as humans, mice riding guinea pigs, 2 bicycles that are tied together, mince, ennui, biscuits.

**“Art is always at its best when it is a genuine expression of who you are” - unknown, 2022.**

### TRY, TRY AGAIN!

Once you've made your first composition - you might discover that you don't like it AND THAT IS JUST FINE.

Trying things out means sometimes they don't work - the purpose is to enjoy the process. Creativity works best when there is no pressure and it is fun. It sounds crazy, **but the trick is to let your subconscious do most of the heavy lifting:** let your mind wander when it can ... you'd be amazed how many of your best ideas will come when you're not really thinking about it and are engaged in doing something else - like doing the washing up or having a shower!

